

State Environmental Commission (SEC)

General Overview - Processing Regulations

Type of Regulations

- Permanent
- Temporary
- Emergency

1.) Permanent Regulations -- general process:

Permanent regulations are developed between July 1 odd years and June 30, even years (*i.e., non legislative year – example would be July 1, 2003 through June 30, 2004*)

Suggested Approach:

- Agency drafts proposed regulation
- Agency conducts public workshop on proposed regulation – changes are made based on public comments ([*workshops are is noticed*](#))
- SEC sends proposed regulation to LCB for drafting
- SEC conducts regulatory hearing and considers the proposed regulation (regulatory petition)
- SEC staff resubmits the regulation to LCB (*with filing statement*)
- Legislative Commission approves/rejects the regulation
- LCB files the approved regulation with the Secretary of State
- SEC files the approved regulations with the State Library
- Regulation is final and included in the Nevada Administrative Code (*Reg. has force of law*)

2.) Temporary Regulation – general process:

Temporary regulations are between July 1 even years and June 30, odd years (*i.e., the year the legislature is in session*)

- Agency drafts proposed regulation
- Agency conducts public workshop on proposed regulation – changes are made based on public comments ([*workshops are is noticed*](#))
- SEC conducts regulatory hearing and considers the proposed regulation (regulatory petition)
- SEC files the approved regulations with the State Library
- Note: A temporary regulation is good until November of the odd year; and if not subsequently process as a permanent regulation, the “reg” expires on November of the odd year.

3.) Emergency Regulations - General process: (*An emergency regulations is good for 120 days*)

- Agency drafts emergency regulations
- LCB review not required
- Public workshops not required
- SEC hearing not required
- Governor must sign the emergency regulations
- Agency files emergency regulation with the Secretary of State